

# JOHN KARCZEWSKI

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## EDUCATION

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**The University of Illinois at Urbana-Champaign**

August 2007–December 2009

*Bachelor of Science in Computer Science*

## SKILLS

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C, C++, C#, Lua, Java, Javascript, Unity3D

## WORK EXPERIENCE

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**Gear Learning** – Madison, WI

**Senior Software Engineer**

January 2017–Present

- Shipped 3 Unity games for PC/Mac/iOS/Android/WebGL.
- Technical Lead for *MedSmart*, a 2D side-scrolling adventure game.
- Maintained cross platform core libraries and tools used by all Gear titles.
- Supported existing catalog of 10 games with bug fixes, content and engine updates.

**Learning Games Network** – Madison, WI

**Software Engineer**

November 2011–January 2017

- Shipped 7 Unity games for PC/Mac/iOS/Android/WebGL.
- Project Lead for the real-time multiplayer strategy iPad game *EcoNauts*.
- Technical Lead for *Fair Play*, a 3D point-and-click narrative driven adventure game.
- Developed in-editor localization tool with built in text-to-speech generation and translation functionality for rapid development.
- Created in-editor Unity visual scripting system for use on *Fair Play*.
- Established and managed internship program, with 11 interns to date.

**Volition, Inc.** – Champaign, IL

**Associate Programmer III**

January 2010–November 2011

- Shipped *Saints Row: The Third*, *Gangstas In Space DLC*, and *Red Faction: Armageddon*.
- Worked closely with designers to implement and iterate 5 core missions that earned multiple awards and positive reviews in major outlets.
- Developed the majority of the game's pivotal boss encounters.
- Implemented critical path and testing features.
- Collaborated with corporate partners to integrate community site features in-game.

## SIDE PROJECTS

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**Studio Z**

**Project Lead – *Arcanist***

January 2017–Present

- Assembled a distributed development team working on an independent action/adventure puzzle game coming in 2021.

**Aurasync, Inc.** – Madison, WI

**Technical Lead – *Chortopia***

October 2016–February 2016

- Launched iOS/Android app allowing parents to gamify chores.